

# HERO QUEST

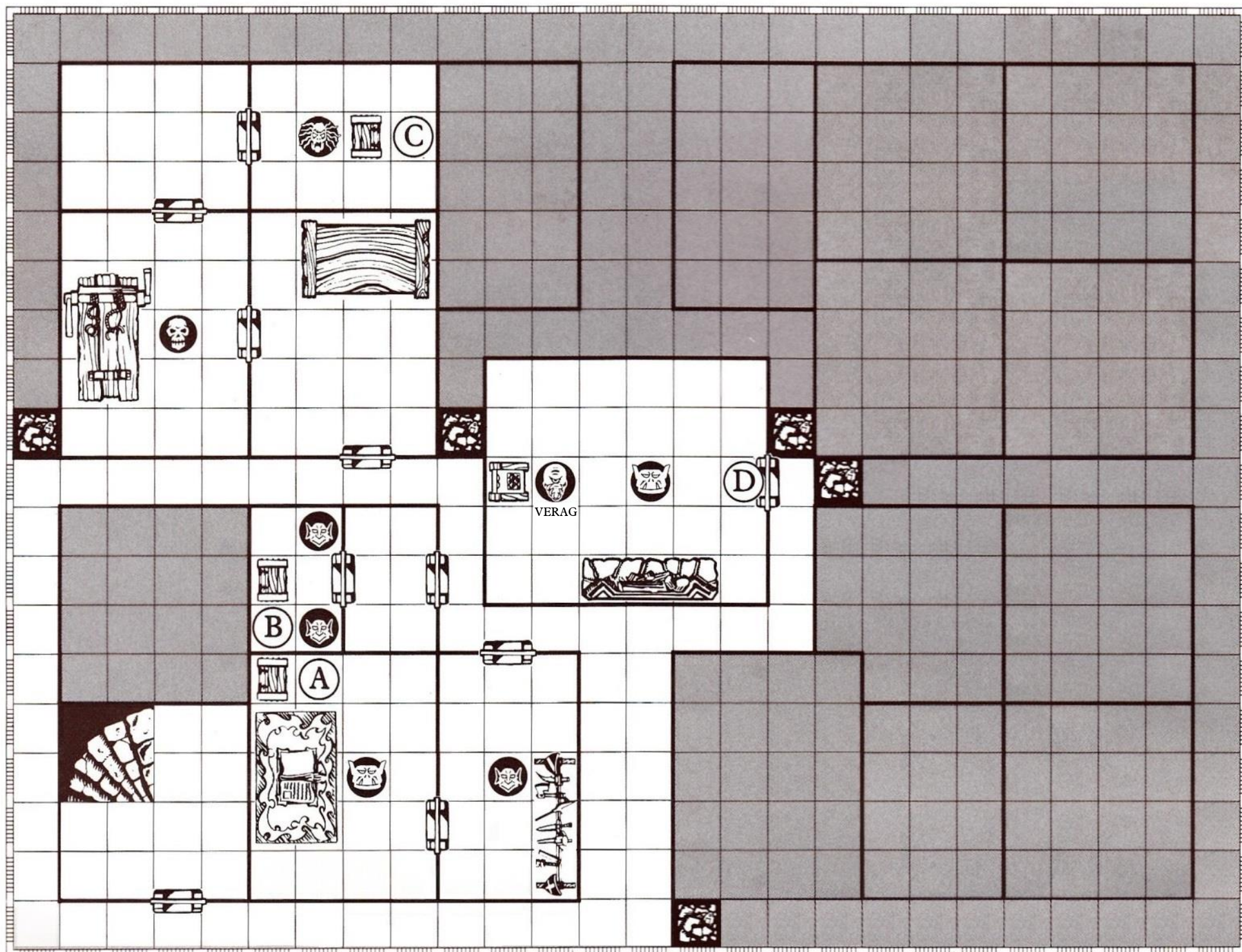


## QUEST BOOK

### —WARNING—

This Quest Book can only  
be read by the Demon King.  
No one other than the Demon  
King should open this book.





## Chapter 1 • The Departure

### Quest 1 Test of Strength

There are three ancestral treasures on Neef Island. These treasures have been stolen. This appears to be the work of a group of monsters that have recently been on a rampage on the island, led by a Monolizard named Verag. Go to their lair in the foothills of Fyujī Volcano, defeat their leader, Verag, and bring back the 3 treasures. If you succeed in this quest, then you will be awarded 50 gold each, regardless of how you performed. Heroes, work together to complete this quest.



#### (Quest Rules)

**A/B/C** – The Demon King should say the following to the heroes who open these chests:

*“The treasure chest contained one of Neef Island’s treasures. The hero who opened the treasure chest should take the chest, and place it in front of him. This treasure must be returned to the King of Neef Island.”*

**D** – Verag has no special abilities. The Demon King controls him as a normal monster, following its Monster Card.

When this door is opened, the Demon King should say the following:

*“The Monolizard in this room is Verag, the leader of the monsters in this lair.”*

#### (End of Quest)

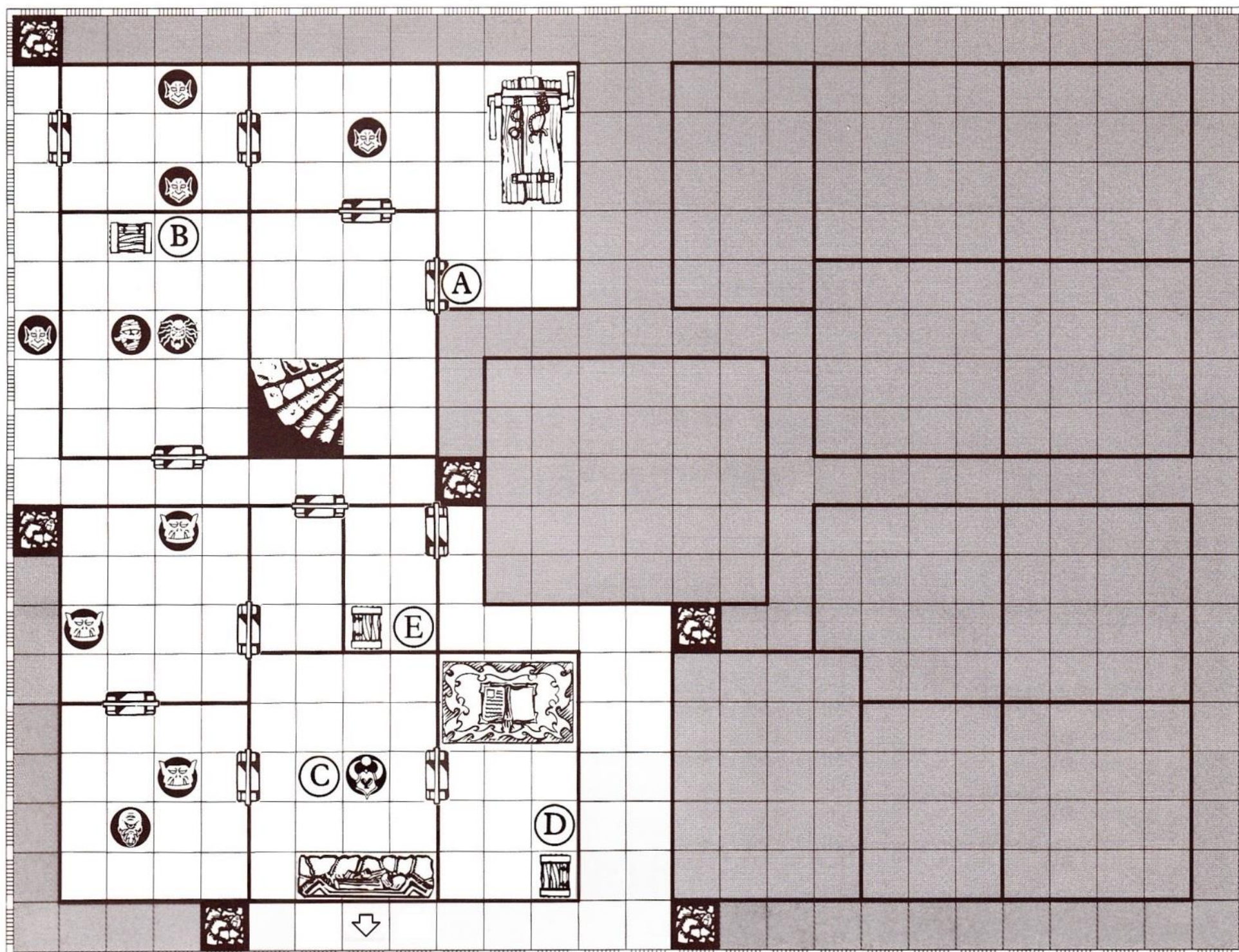
The heroes who have accomplished this quest should add 50 gold to the Gold section of their Character Sheets.

The King of Neef Island says this:

*“Good work. As promised, here is 50 gold for each of you. I now have a good idea of your strength. The truth is that I have a request I would like to entrust to your skills. You must never speak a word about it to anyone else. Will you accept my request?”*

⇒ Continued in Quest 2





## Quest 2 Digos' Fort

The truth is that my cute granddaughter, Princess Meek, was kidnapped and taken to the land of Yushiel. I am suspicious of Digos' Fort there. Go to the fort and investigate it. If you find out where the Princess is, please bring her back here. I'll give you each 100 gold in compensation upfront. If you reunite me with the Princess, then I will tell you of an even greater secret. I dearly hope I can entrust you to bring the Princess back safely.



**(Quest Rules)**

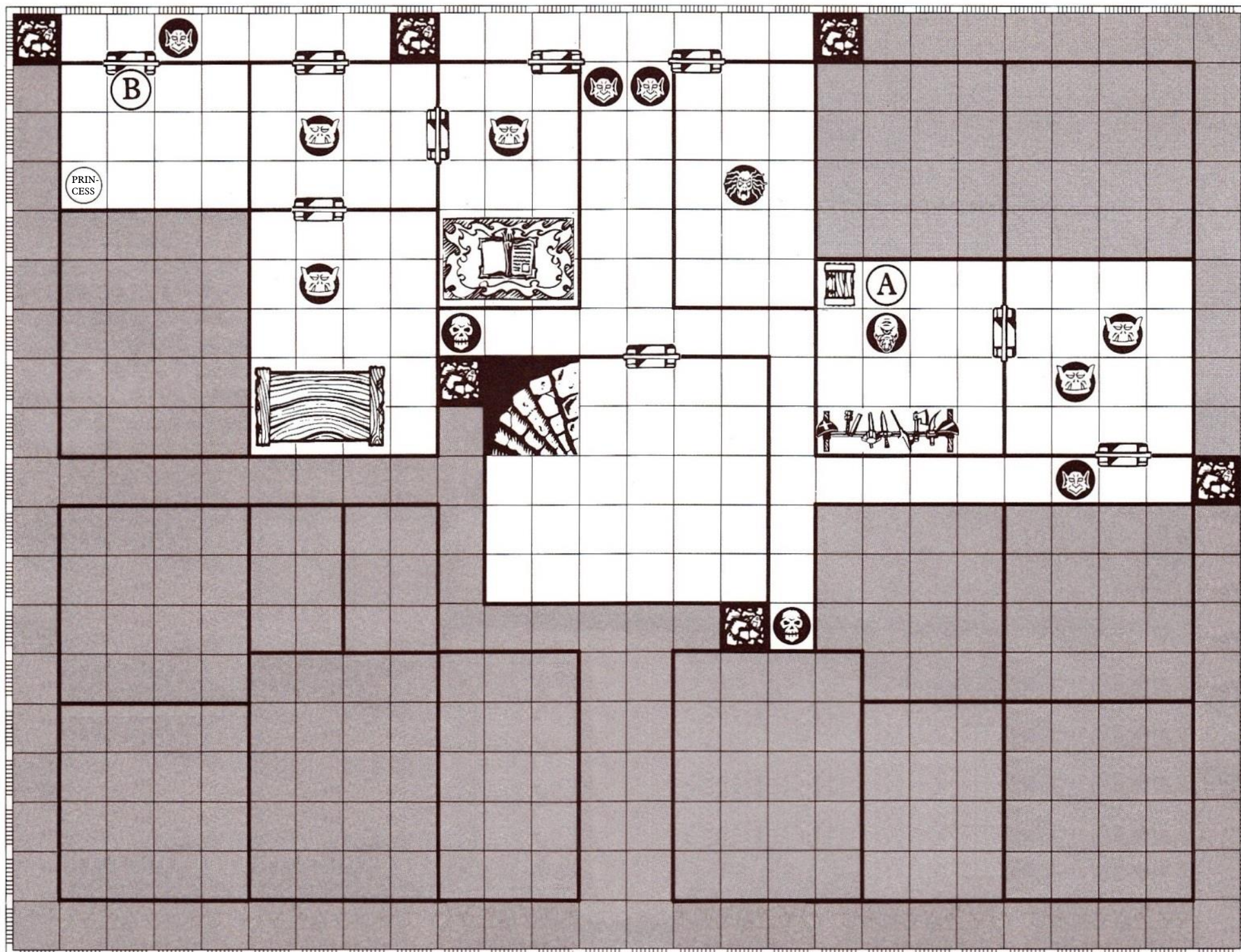
- A** – When this door is opened, the Demon King should say the following:  
*“There is a message written on the wall in a code from Neef Island: ‘This is Princess Meek. I managed to get away when I had the chance. I am hiding somewhere in this dungeon. Please rescue me’.”*
- B** – This treasure chest contains 100 gold.
- C** – The Dark Warrior should not leave this room. When the Dark Warrior is defeated, the Demon King should say the following: *“Suddenly, you hear a loud noise from the fireplace, and it starts to crumble away. You spot a hidden door that was hidden where the fireplace was.”*  
 The Demon King should remove the fireplace, and put a hidden door tile at the square marked on the map with an arrow. Heroes and monsters can both freely pass through this hidden door.
- D** – This treasure chest contains 50 gold.
- E** – When this treasure chest is opened, the Demon King should say the following:  
*“The treasure chest contains a message from the Princess and a jewel: ‘I was hiding here for so long, but they finally found me. I’m about to be taken somewhere else. I leave this for you. Please, rescue me...’*  
*You now know the Princess isn’t in this dungeon. This ends this Quest. You should leave the dungeon immediately. Also, the hero who found this treasure chest takes the jewel, which is worth 100 gold. Add it to his Character Sheet.”*

**(End of Quest)**

The heroes ask residents of Digos for information, and decide to head to Fortress of Pain, far to the East.

⇒ Continued in Quest 3





## Quest 3 Fortress of Pain

Following what they heard from residents of Digos, the heroes have arrived at Fortress of Pain. It seems Princess Meek is being held captive in this fortress. Find Princess Meek, and bring her back safely. Your reward will be 150 gold each. The hero who finds the Princess will be given an extra 100 gold. The Princess will be rescued when she steps onto the stairs tile. However, if the Princess dies, you can no longer succeed in this quest.



### (Quest Rules)

**A** – This treasure chest contains 100 gold.

**B** – When the door to this room is opened, the Demon King should say the following:

*“You have found Princess Meek! But the moment you opened the door, alarms rang out throughout the dungeon. All monsters, furniture, and doors in the dungeon will be placed. All doors will be opened. The Princess can be moved by the hero who found her, by rolling one die on his turn. If the Princess steps onto the stairs tile, she is saved. The Princess cannot Attack enemies, but can Defend herself if attacked by rolling one Combat Die. The Princess has 3 BP remaining.”*

The Demon King should place all monsters, furniture, and so on. Use the Evil God miniature for Princess Meek.

### (End of Quest)

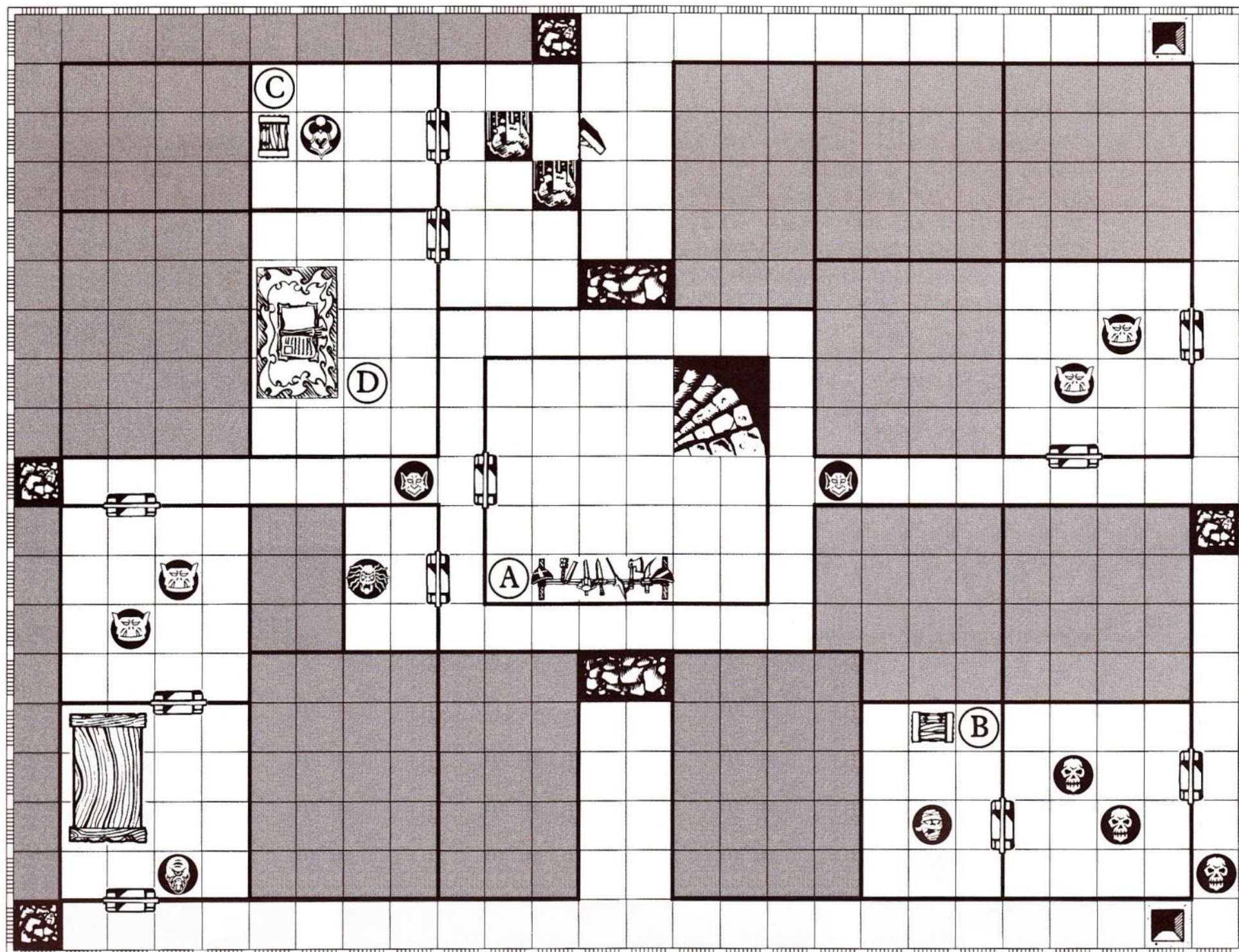
Having safely returned Princess Meek to Neef Island, the heroes are told the following:

Princess: *“A Magician named Balur kidnapped me. He was desperate for me to tell him about the Talisman of Lore...”*

King: *“It seems a man named Grimdead has started calling himself the Dark Demon King, and planning to take over the world. Balur is a subordinate of Grimdead’s, and his right-hand man. Rumors say that Grimdead is using ancient and forbidden evil spells to try and revive a terrifying Evil God. If that happened, it may be the end of the world. Please, use your strength to put an end to Grimdead’s ambitions. This is the Talisman of Lore that they were after. Take it. It will be of help to you. You should begin by heading to Way. We may not see each other for a while, so I bid you good health, and farewell.”*

You have obtained the Talisman of Lore. The hero who found the Princess should take the Talisman of Lore from the Legendary Treasure Cards pile. ⇒ Continued in Quest 4.





## Chapter 2 • The Mission

## Quest 4 Ruins of Way

Following the advice from King of Neef, the heroes have arrived at Way. Way is home of ancient ruins where heroes trained, back in the times when people were once menaced by the powers of darkness.

Now, it is abandoned, and is home of only monsters. Here, you should investigate how the old heroes fought against the powers of darkness. You may find something of value.

**(Quest Rules)**

- A** – If a hero conducts a Treasure Search in this room, he finds a Shield that still works in the weapon rack. Take a Shield from the Equipment Card pile. If there are no more Shields remaining, the hero sells the Shield he found at the weapon shop, receiving 75 gold.
- B** – This treasure chest contains 200 gold.
- C** – This treasure chest is trapped. When this treasure chest is opened, a small explosion occurs, and the hero that opened it loses 2 BP. If a Trap Search has been conducted, then let the heroes know what will happen when this treasure chest is opened.
- D** – If a hero conducts a Treasure Search in this room, he find a scroll and a jewel. The Demon King should say the following: *“The scroll contains a prophecy, which reads, ‘When humans once again are forced into suffering by the powers of darkness, open this scroll. Ye four heroes, visitors to this land. The Evil God’s return is near. There is but one way to smite the Evil God. Attack in the order of Fire, Ice, and Silver. You should find my descendants at White Mountain. Go there, hear their words, and save the world from the powers of darkness.’ Also, the jewel is worth 200 gold. The hero who found it should add this money to their Character Sheet. This quest is now complete. You should leave the dungeon immediately.”*

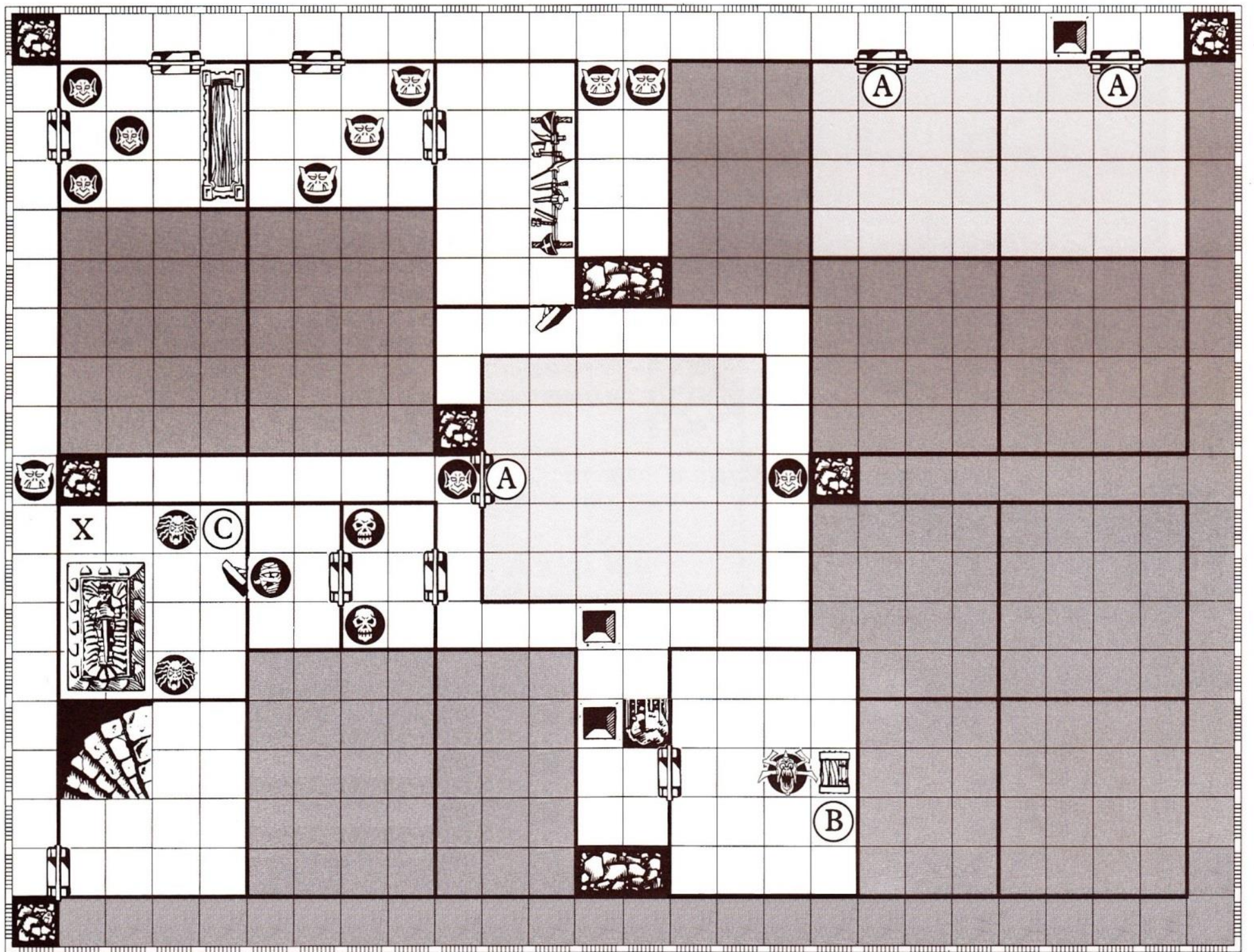
**(End of Quest)**

It appears that the Evil God is truly about to be resurrected. “Attack in the order of Fire, Ice, and Silver” - What could this method to defeat the Evil God mean?

If the heroes wish to stop the resurrection of the Evil God, proceed to Quest 5. Otherwise, proceed to Quest 7.







## Quest 5 Dread Castle

The heroes have crossed the sea, and arrived in the Kingdom of Grimdead. The castle in which Grimdead has made his home is known here as Dread Castle. This is where he is attempting to revive the terrible Evil God. Will the heroes be able to stop the resurrection of the Evil God? They do not know the details of how to defeat the Evil God. Will the heroes be able to escape with their lives if the Evil God has already been revived? You have no idea what you will find during this quest. You can clear this quest by simply escaping alive. If you are worried, you may skip this quest and proceed to Quest 6.

### (Quest Rules)

- A** – When a hero tries to open these doors, the Demon King should tell him the following:  
*“You can sense a suspicious presence inside this room, but the door has been sealed by magic, and won’t open.”*
- B** – When this treasure chest is opened, the Demon King should say the following:  
*“The treasure chest contains a small red jewel. It is a magical jewel called the Dragon Eye, and allows all the heroes who return alive from this dungeon to attempt to level up for free. The magical powers of the Dragon Eye will vanish after all the heroes have attempted to level up, but it also has a value of 200 gold. The hero who found it should add 200 gold to their Character Sheet.”*
- C** – When a hero enters this room, the Demon King should tell them the following:  
*“You find the Evil God lying on the grave. When you enter the room, the Evil God’s head turns to face you with a clunk. The Evil God was just revived! Having just been revived, it only has the strength of a zombie, but none of the heroes’ weapons are able to damage it. It appears the only way to survive is to run away. Heroes, hurry back to the stairs to escape the dungeon.”*  
 The Demon King should place the Evil God figure in the spot marked X, and remove the grave. The Evil God has the following abilities: [Movement: 4 squares, Attack: 2 Combat Dice, and does not take damage from any attack.]

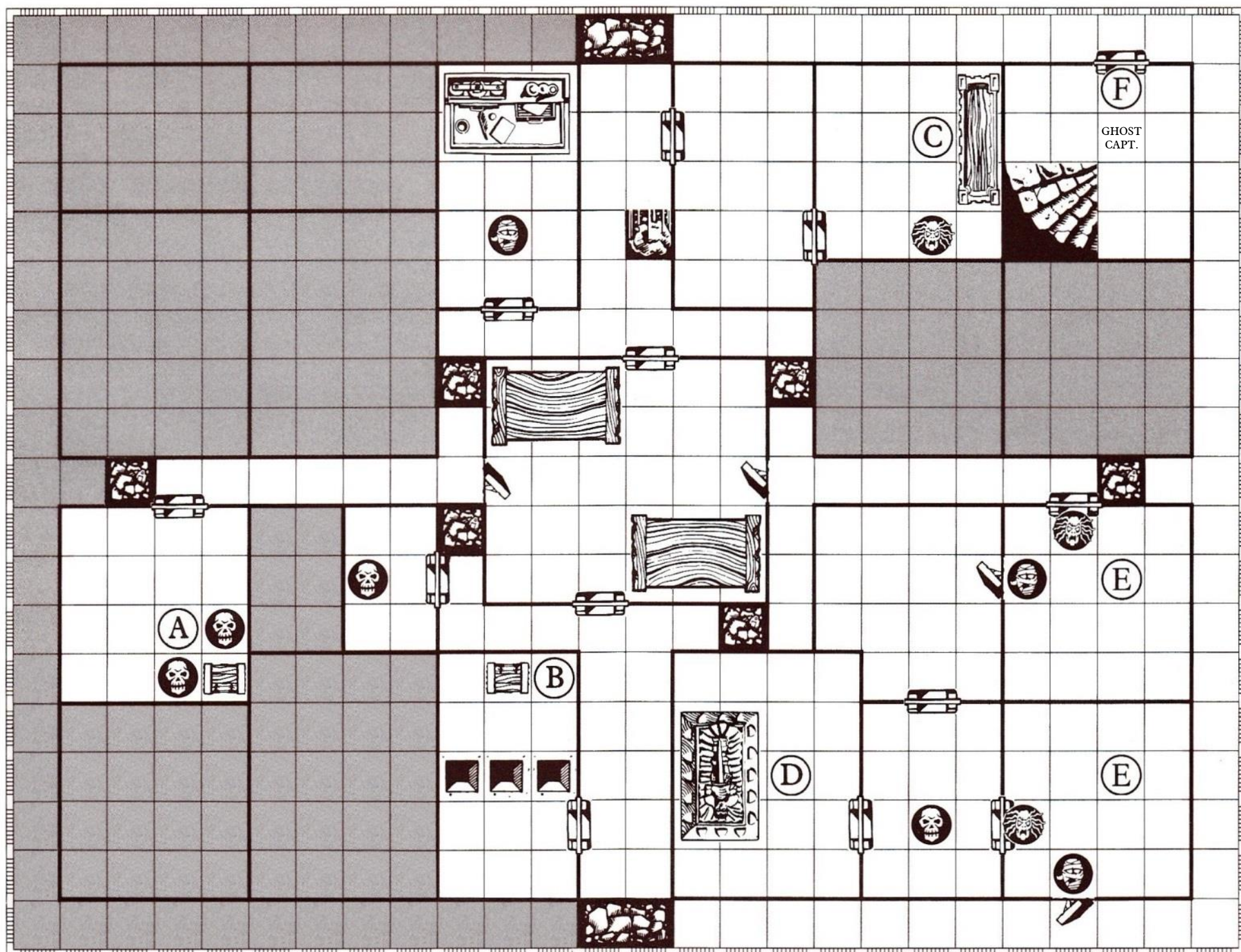
### (End of Quest)

The Evil God has been revived. The heroes must head to White Mountain, to find a way to defeat the Evil God. Having barely escaped from Dread Castle with their lives, the heroes must cross the sea once more.

⇒ Continued in Quest 6







## Quest 6 Ghost Ship

You find the sea beginning to freeze over, and wonder if it is the work of the Evil God. With still 2 days until you reach the mainland, you find a stranded ship calling for your help. They beg you to examine someone who has fallen ill, so the heroes enter the ship, and follow a member of the crew guiding them through a series of dimly lit passages. When they enter a large room, their guide suddenly turns around, and bids you goodbye with a beaming grin before vanishing before your eyes. The heroes finally realize that they have walked into a trap. Finding the stairs and escaping is the goal of this quest. However, there is still one advantage.

This ghost ship is likely to be hiding piles of treasures.

### (Quest Rules)

The heroes start in the large room in the centre.

A – This treasure chest contains 100 gold.

B – This treasure chest contains 200 gold.

C – If a hero conducts a Treasure Search in this room, he finds a golden bracelet hidden in the cupboard. This bracelet is worth 200 gold. The hero who found it should add 200 gold to his Character Sheet.

D – When a hero opens the door to this room, the Demon King should tell him the following:

*“A corpse of a victim to the ghost ship.”*

If a hero conducts a Treasure Search in this room, he finds a cloth bag containing 50 gold next to the corpse.

E – The monsters in these rooms cannot move but they can still Attack and Defend.

F – When a hero opens the door to this room, the Demon King should tell them the following:

*“Finally, you have found the exit! But the ghost ship’s captain is blocking you from getting through this room. Defeat the ghost ship’s captain and step onto the stairs tile, and this quest will be over.”*

Use the Evil God figure for the ghost ship’s captain. The hero who defeats the ghost ship’s captain receives 150 gold. The ghost ship’s captain has the following abilities:

[Movement: 6 squares, Attack: 4 Combat Dice, Defence: 4 Combat Dice, BP: 2, MP: 0]

### (End of Quest)

After destroying the ghost ship, the heroes headed to White Mountain to find a way to defeat the Evil God. But the seer at White Mountain, Tstella, says *“You must undergo a test.”*.....

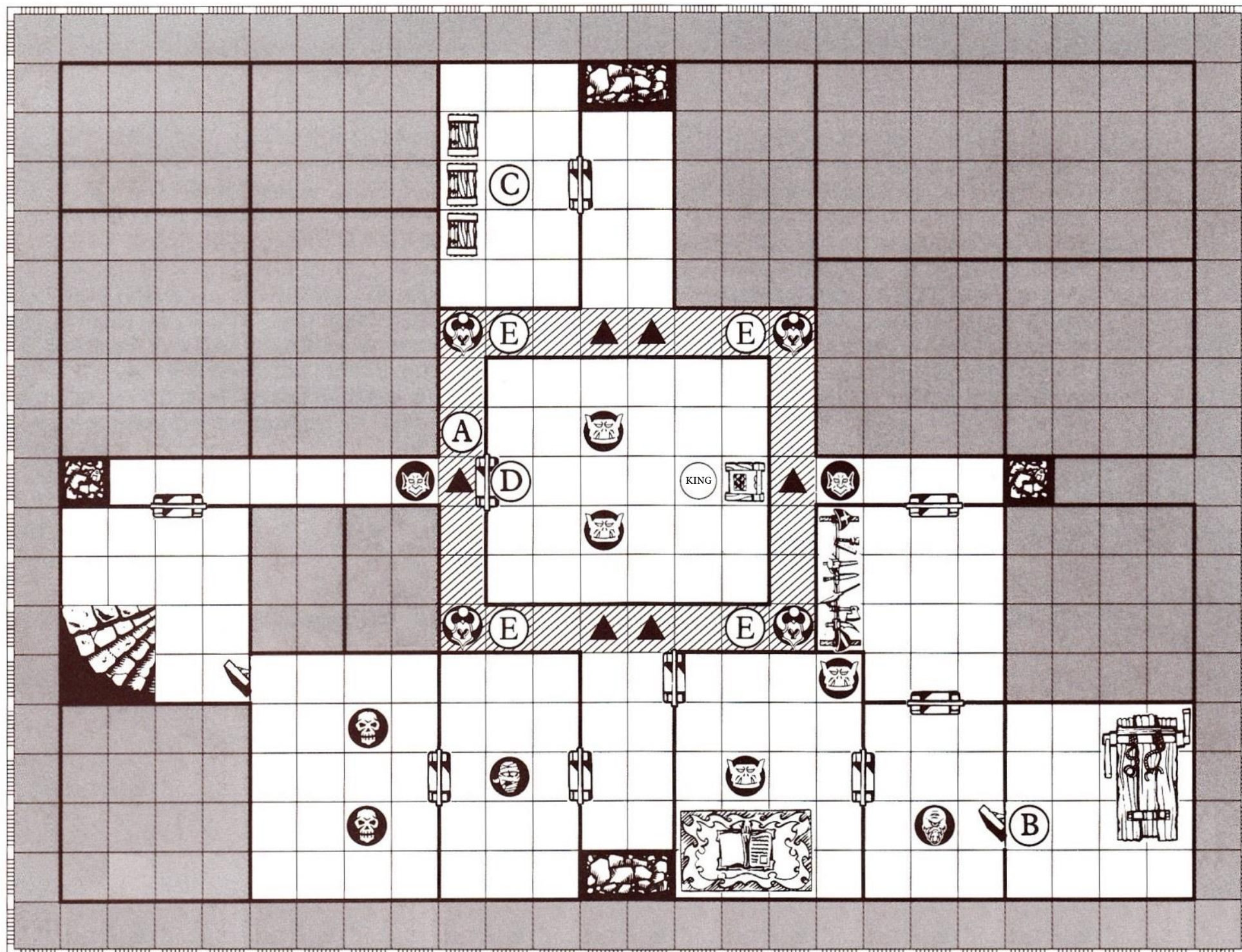
⇒ Continued in Quest 7











## Quest 8 Curse of Darkness

This is Godo's Castle. It has been taken over by monsters, and the king has turned violent. Save King of Godo from the dark curse placed on him. You must not hurt the king. If you defeat the monsters controlling the king, he should regain his sanity.

The goals of this quest are to save the king, and have him tell you about the Legendary Treasures.

### (Quest Rules)

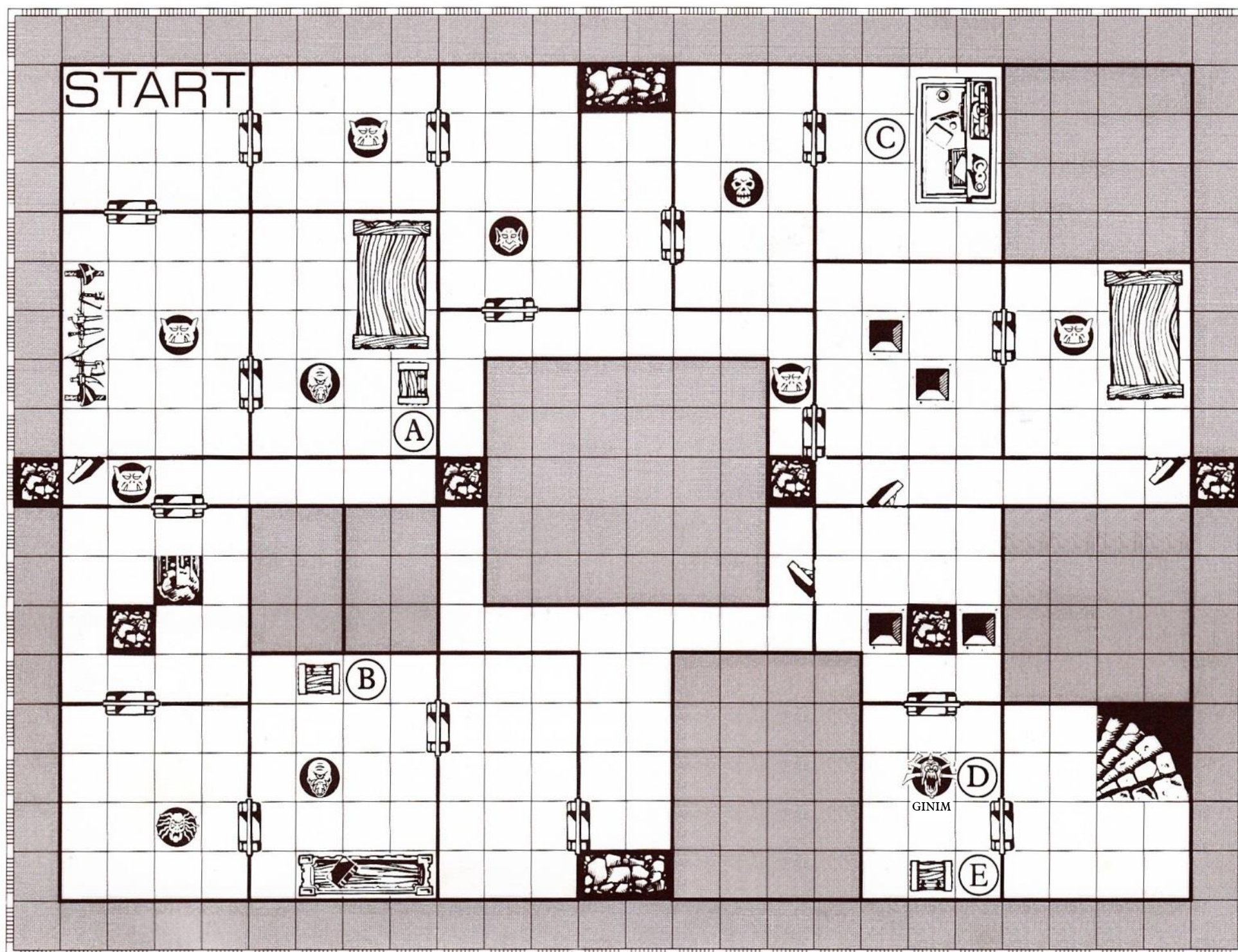
- A** – The area marked with diagonal lines is a barrier, and you cannot get near it until you remove it. If a hero tries to move to a square with a ▲ on it, the Demon King should tell them the following:  
*"An invisible wall blocks your way."*
- B** – When a hero enters this room, the Demon King should tell them the following: *"You can hear a faint but high-pitched noise."* If a hero conducts a Treasure Search in this room, the barrier will be removed. The Demon King should say the following: *"Beneath the torture rack you found a small button. When you pushed this button, the whole castle shook, and the noise you could hear was silenced."*
- C** – These treasure chests belong to the castle, so you cannot take them.
- D** – When a hero enters this room, the Demon King should tell them the following: *"The king is cursed by the powers of darkness. Do not attack the king. The king rolls 2 Combat Dice to attack. If you defeat the monsters controlling the king, he will regain his sanity."*  
 The king can attack the heroes, but should not leave the room. Use the Evil God figure for the king.
- E** – These Dark Warriors can attack and defend, but cannot move. When the 4 Dark Warriors are all defeated, the curse on the king is lifted, all of the monsters in the castle are destroyed, and the quest ends.

### (End of Quest)

*"For saving me, let me tell you all about this world's Legendary Treasures. One is the Talisman of Lore, kept by the King of Neef Island. Another is the Flame Axe that I keep here. The Flame Axe is a weapon of fire. The other three treasures are the Wand of Recall, the Freeze Bow, and the Silver Blade. The Wand of Recall is a staff that will be of help to magic users, the Freeze Bow is a weapon of ice, and the Silver Blade is a weapon of silver. These three weapons have already fallen into enemy hands. If you go to Ladoll on the land of Ricarm, you can walk on the frozen sea to reach the Kingdom of Grimdead. I give you my Flame Axe. Even in this area we occasionally see drifting chunks of ice. They're proof that the Evil God's power is rising."* The king gives each of you 500 gold, as if bidding you to level up. The heroes are to attempt to level up. The Dwarf takes the Flame Axe. ⇒ Continued in Quest 9







### Chapter 3 • The Search

## Quest 9 Spirit Valley

From Godo, you headed to the land of Ricarm, and reached Spirit Valley. This valley is protected by a gargoyle named Ginim. Ginim gives out bizarre soundwaves that assault human minds. Those without willpower cannot pass, so people began to call it Spirit Valley. It appears that Ginim holds a map showing the location of the Legendary Treasures. You must defeat Ginim and find this map. This quest will be a harsh trial for the Warrior, who has low MP.

#### (Quest Rules)

The heroes start in the space labelled START. Place the stairs marking the exit at the beginning for this quest. (Do not place the door of the room the stairs are in.)

Before starting the game, the Demon King should tell the heroes the following:

*"Due to the bizarre soundwaves in this valley given out by Ginim, each time a hero's turn comes round, he must roll a number of Combat Dice equal to their MP, and if they do not roll any White Shields, he loses 1 BP."*

A – This treasure chest contains 100 gold.

B – This treasure chest contains 100 gold.

C – If a hero conducts a Treasure Search in this room, he finds a jewel hidden in the chest of drawers. This jewel is worth 200 gold.

D – Ginim's abilities are the same as the ones listed on the Gargoyle Monster Card. When Ginim is defeated, the bizarre soundwaves stop.

E – When this treasure chest is opened, the Demon King should say the following:

*"The treasure chest contains an old map, and gold dust. The gold dust is worth 300 gold. You have found the map, so the quest is over. Step onto the stairs tile and leave the valley."*

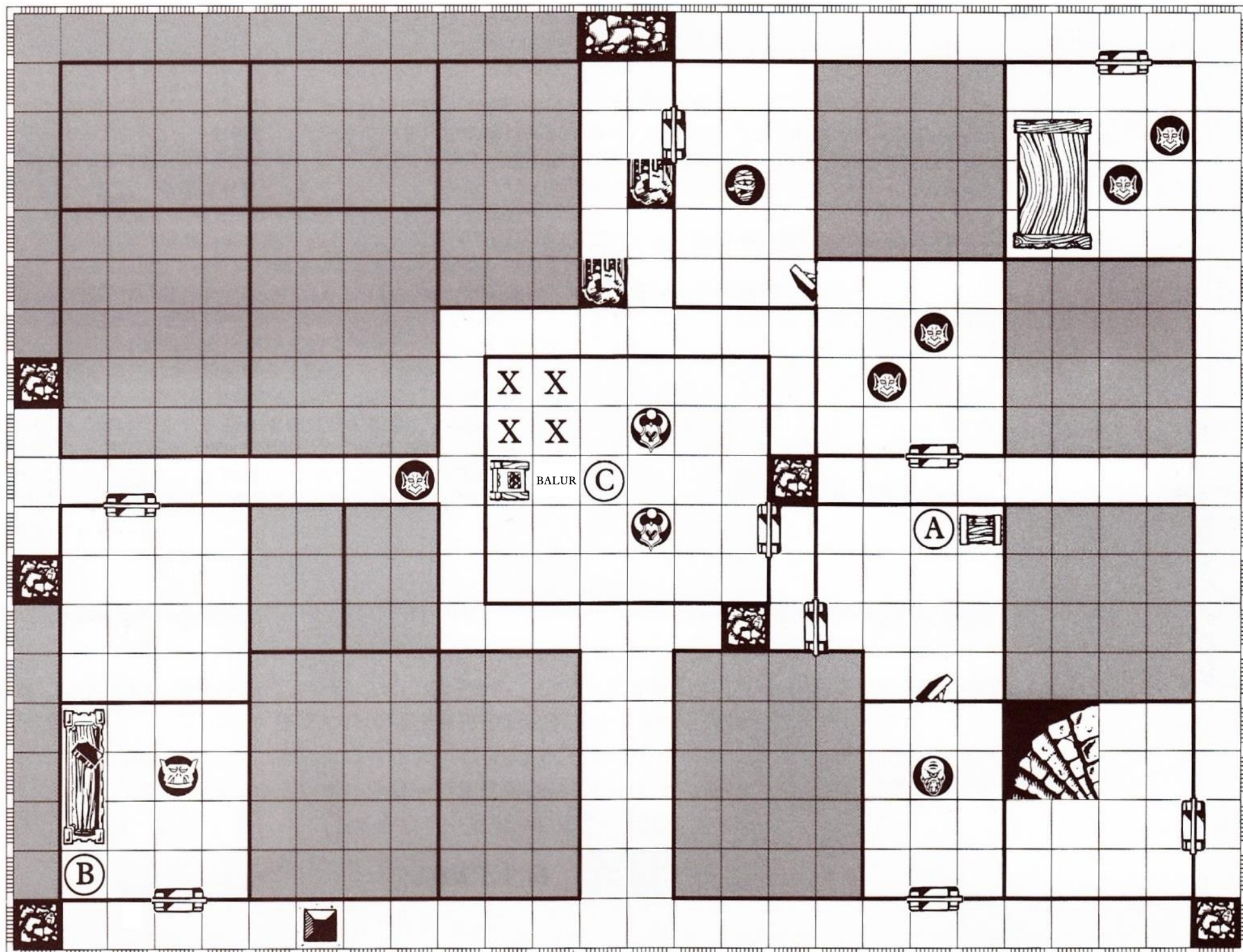
#### (End of Quest)

The map you have obtained has 5 places marked with scratches from gargoyle claws. The 5 scratches are on Neef Island, Godo, Black Mountain, Star Lake, and Feen Island. The scratches look new, compared to the map. These must be the locations of the Legendary Treasures. The heroes headed to Black Mountain.

⇒ Continued in Quest 10







## Quest 10 Magician of Fire

Following the map you found in Spirit Valley, you have arrived at Black Mountain. According to the map, there should be a Legendary Treasure here. This mountain's dungeon is protected by a magician of fire named Balur. Balur is Grimdead's most trusted underling, and uses Fire Magic. Defeat all the monsters in the dungeon, and look for the Legendary Treasure.



### (Quest Rules)

**Balur uses the Fire Magic. Balur can use the same magic again and again.**

In this quest, the Magician uses all the magic other than Fire Magic, and the Elf cannot use magic.

**A** – This is a magical treasure chest. The hero who opens this treasure chest has his BP restored to its maximum.

**B** – If a hero conducts a Treasure Search in this room, he finds a Healing Potion in the bookcase. The hero who finds this takes 1 Healing Potion from the Equipment Card pile. If there are no cards, he receives 100 gold instead.

**C** – Balur should not move from the square in front of the throne. Balur's abilities are as follows:

[Movement: 6 squares, Attack: 4 Combat Dice, Defence: 4 Combat Dice, BP: 2, MP: 6]

The Flame Axe will not work on Balur. Use the Evil God figure for Balur.

When the heroes defeat Balur, the Demon King removes Balur's figure from the game board, moves the stairs tile to the location marked with Xs, and places all the monsters and furniture. Then, the Demon King should tell the heroes the following:

*"The moment he was defeated, Balur cried out a spell, and with a rattling noise, the floor gave way. Beneath the collapsed floor was a staircase, through which 3 Goblins appear and carry away Balur. If you defeat all the monsters, this quest will be over. Heroes, defeat all the monsters, then go down to the second basement through the stairs in the central room."*

### (End of Quest)

The heroes headed straight down to the second basement without a break. Add 2 BP to your current points and challenge Quest 11 with the same Magic, Equipment and so on.

⇒ Continued in Quest 11



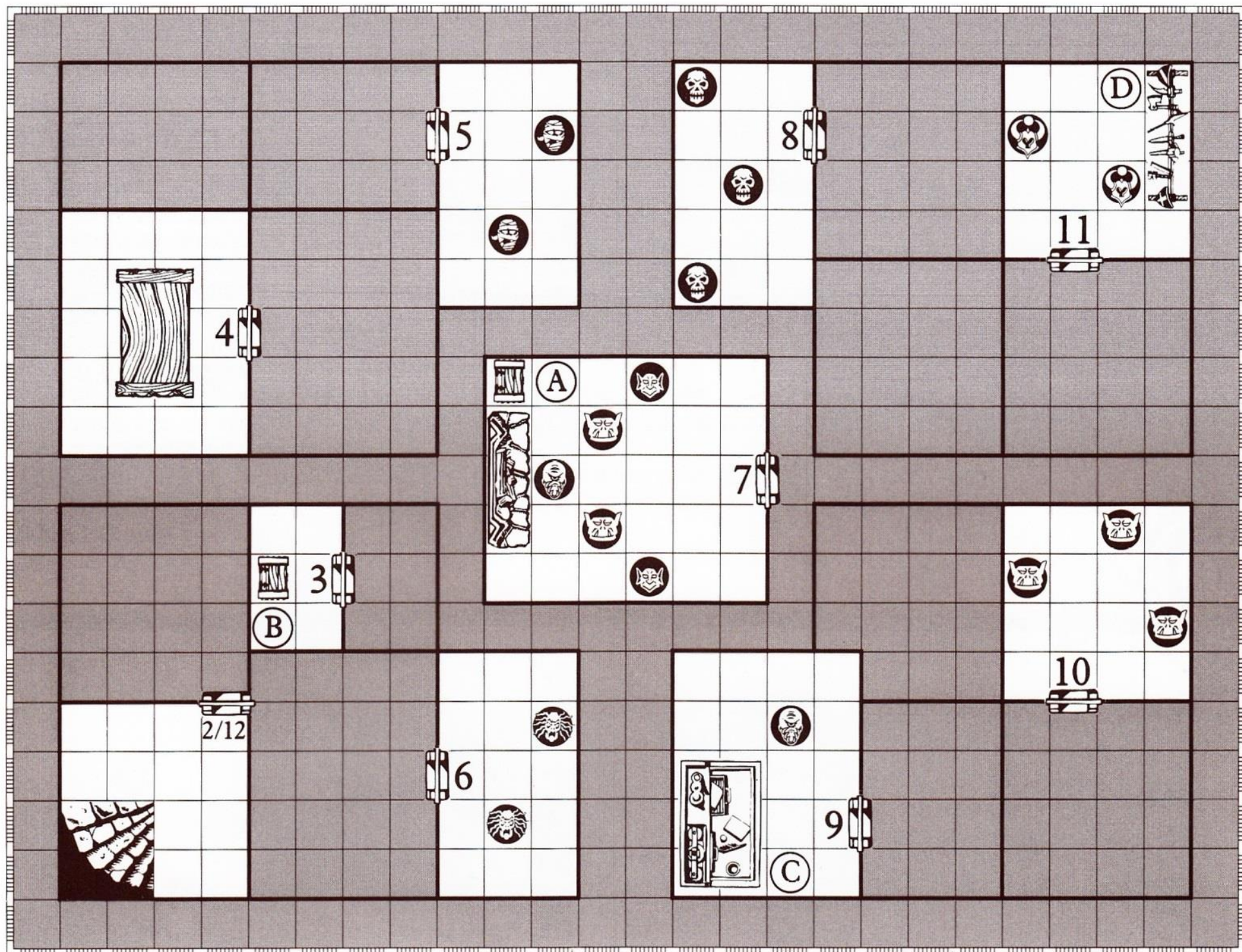
Without even a moment to heal their wounds, the heroes headed down to the second basement. The goals of this quest are to defeat all the monsters in the dungeon, and obtain the **Legendary Treasure**.

*"You have finally defeated Balur. The staff in his hand is one of the Legendary Treasures, the Wand of Recall. The Magician takes this staff. However, he may not equip it until this quest is over. The hero who defeated Balur receives 500 gold. This quest ends when all the monsters in the dungeon are defeated."*

⇒ Continued in Quest 12







## Quest 12 Mystery of Star Lake

The heroes have arrived at Star Lake. At the river bank, they find stairs leading down.

At the top of the stairs is a sign reading "DO NOT ENTER! DANGER!"

You will soon discover the dungeon's secret when the quest begins.

The goal of this quest is to find the Legendary Treasure, and escape safely.



### (Quest Rules)

Before starting the game, the Demon King should tell the heroes the following:

*"In this dungeon, you are warped somewhere each time you leave a room through a door. You can only leave a room once in each round's movement."*

When a hero leaves a room, he rolls 2 dice. The Demon King moves the hero's figure to the entrance of the room with the total number rolled on the dice written in it. If it is blocked, move the figure to a nearby empty square instead.

**A** – This treasure chest contains 200 gold.

**B** – This treasure chest contains 300 gold.

**C** – If a hero conducts a Treasure Search in this room, he finds a jewel in the chest of drawers. This jewel is worth 500 gold.

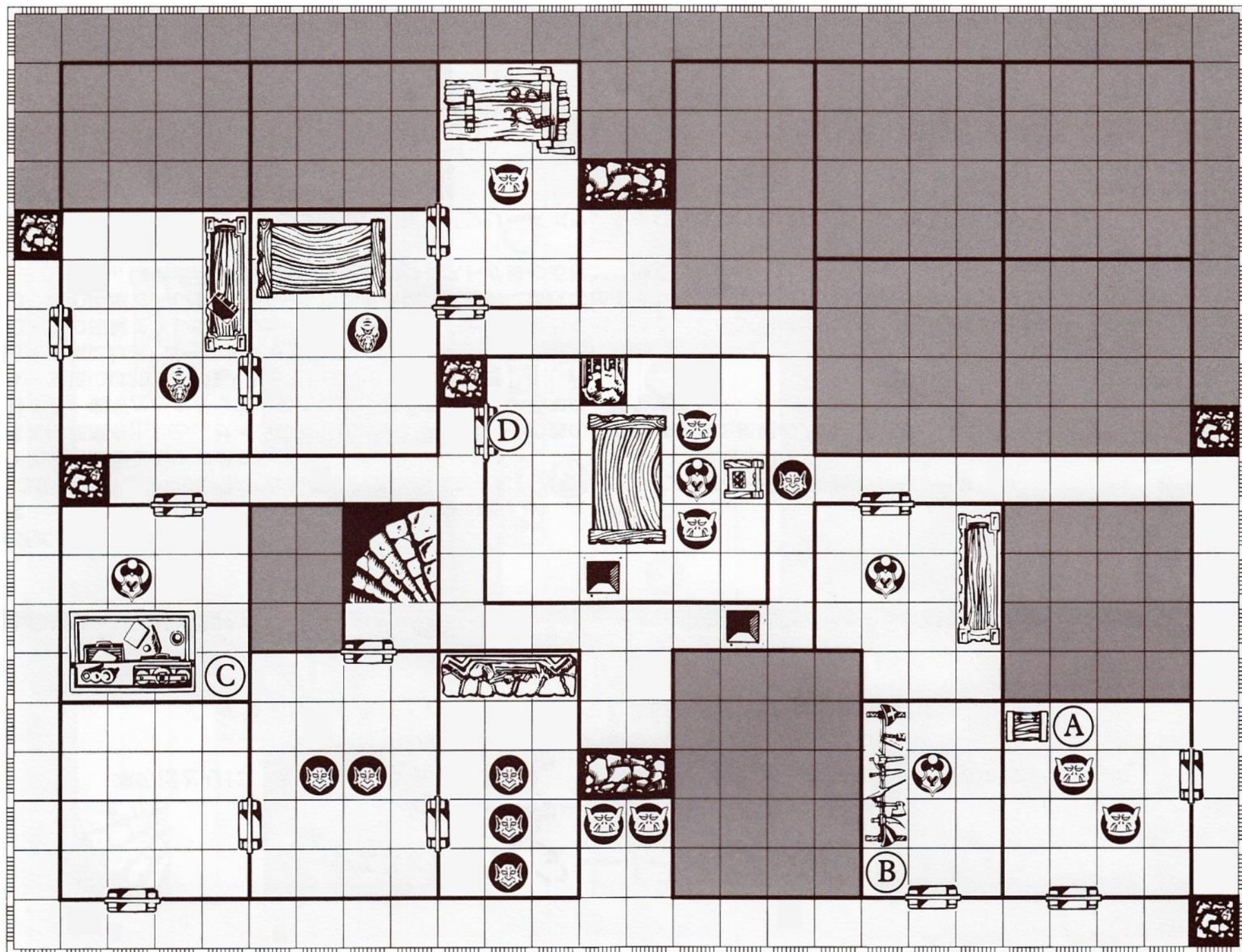
**D** – If a hero conducts a Treasure Search in this room, he finds one of the Legendary Treasures, the Silver Blade, in the weapons rack. The Warrior takes the Silver Blade. However, he may not equip it until this quest is over.

### (End of Quest)

To defeat the Evil God, you must obtain the last remaining Legendary Treasure, the Freeze Bow. The heroes headed to Feen Island.

⇒ Continued in Quest 13





## Quest 13 Temple of Ice

The heroes have arrived on Feen Island.

A temple made of ice stands imposingly on the frozen seas near Feen Island.

Obtain the final Legendary Treasure, the weapon of ice, the Freeze Bow.



### (Quest Rules)

- A** – This treasure chest is trapped. If a hero opens the treasure chest without conducting a Trap Search, a poisoned spike pierces their hand, and he loses 1 BP. Also, the poison spreads through his body, and he must skip 2 turns. During that time, he cannot defend himself.
- B** – If a hero conducts a Treasure Search in this room, he finds a replica of Silver Blade in the weapon rack. It cannot be used, but is worth 350 gold.
- C** – If a hero conducts a Treasure Search in this room, he finds 300 gold in the chest of drawers.
- D** – When the door to this room is opened, the Demon King should tell the heroes the following:  
*“The weapon the Dark Warrior is holding is one of the Legendary Treasures, the Freeze Bow.”*  
 The Dark Warrior uses the bow. When attacking distant enemies, it rolls 4 Combat Dice. When attacking enemies in touching squares, it attacks as stated on its Monster Card. The hero who defeats the Dark Warrior receives 200 gold. The Elf takes the Freeze Bow. However, he may not equip it until this quest is over.

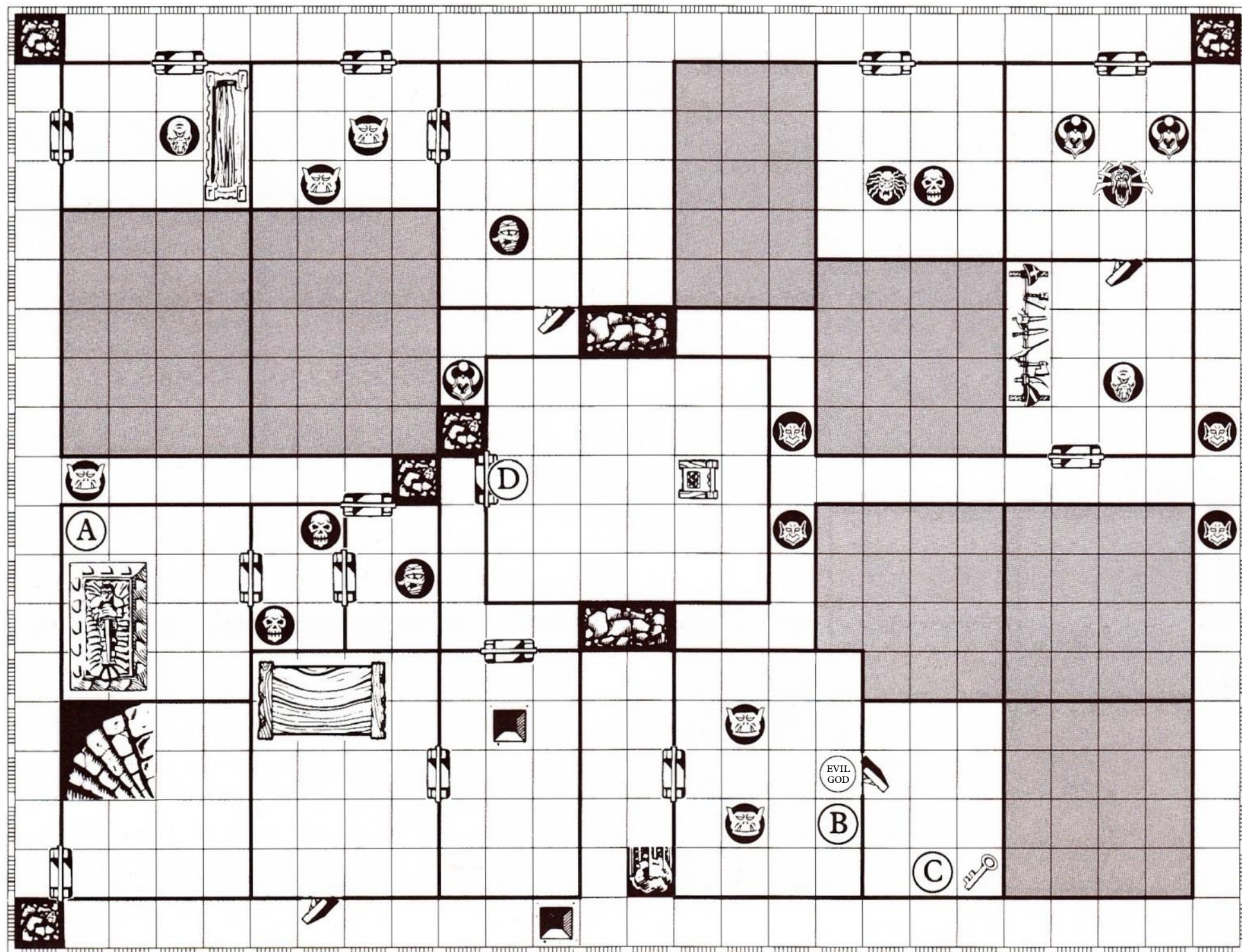
### (End of Quest)

Finally, you have obtained all the Legendary Treasures. Now it is time to defeat the Evil God.

Before proceeding to the Final Chapter, the heroes should attempt to level up. This time, if they can pay the costs, each hero can attempt to level up as many times as he wants. You should gather everyone’s gold together, and discuss among yourselves how many times each hero should attempt to level up.

⇒ Continued in Quest 14





## Final Chapter • The Showdown

### Quest 14 The Final Battle

The heroes have returned to Dread Castle. It is time for the final battle. Failure will not be permitted.  
Defeat the Evil God, put an end to Grimdead, and bring peace back to the world.



#### (Quest Rules)

The heroes take turns in the order of Wizard, Dwarf, Elf and Warrior.

In this quest, the Wizard uses all the magic, and the Elf cannot use magic.

**A** – The grave is already empty.

**B** – When this door is opened, the Demon King should say the following:

*“The Evil God has recovered the powers of darkness and is a tough opponent. You must attack and deal 2 damage or more with each of the weapons in this order: the weapon of fire, the Flame Axe; the weapon of ice, the Freeze Bow; then the weapon of silver, the Silver Blade. If any attack fails, the Evil God will not be defeated. The Evil God heals all damage on its turn.”*

The Evil God’s abilities are as follows:

[Movement: 8 squares, Attack: 4 Combat Dice, Defence: 4 Combat Dice, BP: Unknown, MP: Unknown]

The Evil God can attack twice on each turn. Magic does not affect him.

**C** – If a hero conducts a Treasure Search in this room, a small key is found in the corner of the room. This is the key to enter the central room.

**D** – This door can only be opened by the hero holding the key. When this door is opened, the quest is over. The Demon King should remove all monsters from the game board, and say the following:

*“A bloodcurdling voice rings out in the empty room. ‘Heroes... How dare you ruin my plans... I admit defeat, for now... But as long as the yearning for darkness exists deep in human hearts, the powers of darkness can never be destroyed... Someday, this world will surely come to be ruled by darkness... Without fail...’”*

[(End of Quest) is on page 30]



### (End of Quest)

The heroes have finally driven away the powers of darkness.

As they leave the castle, they see the morning sun has begun to rise in the sky to the East. The frozen sea has also begun to melt.

Now that the Evil God has been defeated, and the Dark Demon King Grimdead has vanished, this castle will no longer be known as Dread Castle.

From today on, it will become a symbol of justice.

So that the powers of darkness will never come back, the heroes decided to name the castle as Peace Castle.

Everyone praised the heroes' bravery, and built statues of them back on Neef Island.

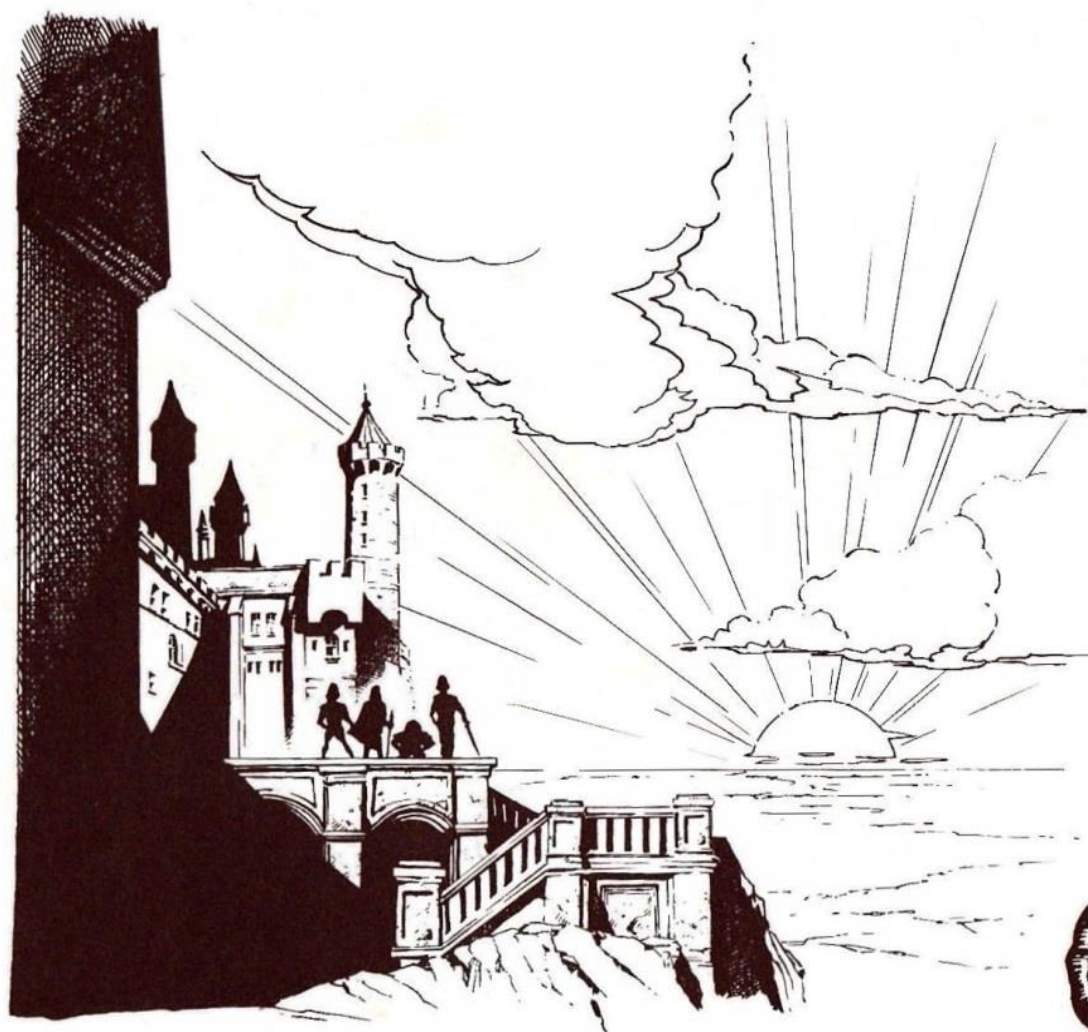
The story of the four heroes will be passed down, and is certain to become a legend upon Neef Island.

Since that day, nobody has ever seen Grimdead again.

Yet he was a man who controlled so much dark power. Perhaps he is proceeding with a new plan for world domination somewhere else.

But no matter what powers of darkness attempt to take over the world, without fail, new heroes will appear to save the world. Just like the heroes in a certain legend...

END





## List of Monsters

### Goblin

A small and cruel green monster. It's small, but it will try to hurt you.

Movement – 10 squares

Attack – 2 CD

Defence – 1 CD

BP – 1, MP – 1

Reward – 5 gold



### Skeleton

A warrior's bony corpse controlled by the power of darkness. It is brutal but moves slowly.

Movement – 6 squares

Attack – 2 CD

Defence – 2 CD

BP – 1, MP – 0

Reward – 10 gold

### Orc

Orcs are the same kind of monsters as Goblins. However, they are larger and more powerful than a Goblin.

Movement – 8 squares

Attack – 3 CD

Defence – 2 CD

BP – 1, MP – 2

Reward – 20 gold



### Zombie

Like the Skeleton, this corpse was revived by the power of dark magic. It still has rotten muscles and blood. It always carries a cleaver with him.

Movement – 4 squares

Attack – 2 CD

Defence – 3 CD

BP – 1, MP – 0

Reward – 20 gold

### Monolizard

A lizard-like monster stronger even than an Orc. Monolizards often have Orcs and Goblins under their control.

Movement – 6 squares

Attack – 3 CD

Defence – 3 CD

BP – 1, MP – 3

Reward – 30 gold



### Mummy

A corpse that has been preserved so that it will not rot in the darkness. It is driven with more powerful magic than Skeletons and Zombies. It is dangerous in single-handed fights.

Movement – 4 squares

Attack – 3 CD

Defence – 4 CD

BP – 1, MP – 0

Reward – 50 gold

### Dark Warrior

A warrior who succumbed to the power of darkness. He is dressed in armour and wields a cursed weapon. He has great physical strength so it is difficult to defeat him.

Movement – 6 squares

Attack – 3 CD

Defence – 4 CD

BP – 2, MP – 3

Reward – 100 gold



### Gargoyle

A monster made by giving life to a stone statue of a terrifying monster with the magic of darkness. It is very difficult to scratch its stone skin in combat.

Movement – 6 squares

Attack – 4 CD

Defence – 4 CD

BP – 2, MP – 4

Reward – 150 gold

Note: CD means Combat Die/Dice.





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# Hero Quest Japanese Edition Quest Book

Version 1.2, English, 04/Feb/2022

This is a fan-made work performed by **HISPAZARGON** for the *Ye Olde Inn's* Community Members.

## ABSTRACT

This document is a direct translation to UK English language of the original 1991 Hero Quest Japanese Edition Quest Book. **The only aim of this work is helping to preserve the information** contained in the original document for all past, today and future generations of Hero Quest players.

Please note that this is not an official translation, but its content tries to be as much accurate as possible to the original version so, this means that, despite of including some minor corrections of blatant errata detected in the original Japanese text, **it has not been included modifications to the Japanese original quests nor adaptation of them or their lore to the quests of other existing official editions of Hero Quest**. Additionally, this also means that there are several terms of the game that this version names in a different way than the European & North American editions of Hero Quest do, but it has been intentionally written in such way in order to preserve as much as possible the charm and context of the original Japanese version. Some examples of those used terms are: 'Demon King' instead of *Evil Wizard*, 'Evil God' instead of *Chaos Sorcerer/Warlock*, 'Dark Warrior' instead of *Chaos Warrior*, 'Monolizard' instead of *Fimir*, 'Warrior' instead of *Barbarian*, 'Magician' instead of *Wizard* and 'Grimdead' instead of *Morcar/Zargon*. Additionally, due to similar reasons, this version mentions terms like *Verag*, *Balur* or *Talisman of Lore* that do not refer to the terms with same name of European & North American editions of Hero Quest.

## ACKNOWLEDGES

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**Daedalus, Kurgan**

**Special Thanks** to the following *Ye Olde Inn's* members who performed, during years 2013 - 2016, the first known translation works of the quests of Hero Quest's Japanese Edition. Note that the legendary *OldScratch* forum also worked on it. Creating this document could not have been possible without their work, *thank you so much*:

**AerynB, Bob-Bob, bluesun, fenrir79, JackieX.**

**Final Special Thanks** to Milton Bradley, Games Workshop and all the original Hero Quest's design teams for creating this great and legendary board game.

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## **RECORD OF REVISIONS**

<b>Version</b>	<b>Date</b>	<b>Affected pages</b>	<b>Performed changes</b>
0.1	10/Aug/2021	Covers	Original release.
0.2	01/Sep/2021	All pages Covers	Original release of all quests description. Front and back cover pages have been temporally removed.
1.0	06/Sep/2021	All pages Covers Page 30 Page 31	Minor corrections in quests titles, maps and descriptions. Front and back cover pages have been added. Original picture has been partially rotated according to horizon. This page has been added for first time.
1.1	08/Sep/2021	Pages 2 & 12 Page 26 Page 30 Page 31	Quest map grey areas colour has been locally improved. Quest map background white colour issue has been corrected. Word 'END' position has been corrected. Text font of monsters' attributes numbers has been corrected.
1.2	04/Feb/2022	Pages 21 & 23 Annex page 1	Term 'Heal Potion' has been replaced by 'Healing Potion'. Legendary <i>OldScratch</i> forum members acknowledge is included.